



LARC 1520: Basic Design II

Project 5: Reinterpreting Design

Instructors Browning and Pearson
Spring 2021

Project Due Date: Wednesday, April 21st (200 points)

Now that you understand what and how design elements and principles were used in Project 4: Distilling Design, create a new design on the Watt Center Lawn that reinterprets the landscape based on the elements and principles you discovered. Your design should reflect the principles and style used by your practitioner. In addition, your design must be tailored to fit the needs of its users. Begin by completing a second user study of our site. This should be much more detailed than your first iteration and should be drawn digitally.

Step 1: User study: Who are the potential users of your space? What are their needs? What are appropriate uses of the space? What are the surrounding land uses, amenities, and activities? What are the needs of your potential users?

- List all of the potential users of the space
- For each potential user, determine their needs
- Map the current services and amenities around the project location
- How do the current services and amenities meet their needs? Are they sufficient? Where are the gaps? Outline how your design can fill gaps that currently aren't being met and/or enhance existing amenities.
- Where are people walking, sitting, conversing etc. Are they using current amenities? Why or why not?

Step 2: Conceptual Design Development: Develop three concepts for your site.

Elements that should be considered in your design include:

1. Improved circulation
2. Gateway(s)/threshold(s)
3. Gathering area(s)
4. Accommodations for programming (and suggested use)
5. Stormwater management

Step 3: Masterplan and supportive products (see below)

Your final products will include

- User study
- Concept statement- describes your design intent
- Designer statement- briefly describes how your design and approach reflects the style of your designer
- Illustrative master plan- rendering must be digital (Photoshop)- can include some hand-drawn elements such as linework
- 2 perspectives –
 - 1 hand drawn, can digitally render & use digital aides

- o 1 photoshop rendering
- 1 section- digitally rendered, can use hand drawn elements

Potentially useful tutorials:

<http://www.sargeantillustration.com/tutorials-2/>

https://www.youtube.com/watch?v=V21_iSHtJy0

Project Calendar:

Date	Day	Topic Covered
		Week 13
29-Mar	Mon.	
31-Mar	Weds.	Project 4 presentations
2-Apr	Fri.	Project 5 introduction- complete 2nd user study
		Week 14
5-Apr	Mon.	Finish user-study; begin concept development
7-Apr	Weds.	Conceptual development
9-Apr	Fri.	Pinup
		Week 15
12-Apr	Mon.	Master plan development
14-Apr	Weds.	Complete master plan
16-Apr	Fri.	Begin supportive graphics
		Week 16
19-Apr	Mon.	
21-Apr	Weds.	Final Review
23-Apr	Fri.	